



Filter/Main screen.

Content (filter controls should be positioned on the side of the screen closest to the salesperson):

1. View of the entire project—same as the project screen, only smaller (sans the optional help text);
2. Building view:
 - a. building orientation must match the orientation of the project and the floor plate;
 - b. the three major view directions (Seaport, Downtown, and Charlestown) shown with arrows and text labels;
 - c. tabs for the building view (selected by default) and a floor plate for each floor.
3. Floor plate view:
 - a. floor plate orientation must match the general orientation of the building and the project; the options here are:
 - (a) an oblique floor plate that matches the orientation of the building exactly and
 - (b) a straight plan-view plate that approximates the building's orientation
 - b. units with numbers and checkboxes for adding them to the compare list.
4. Filter controls:
 - bidirectional sliders for price, sq. ft., bedrooms, bathrooms; slider orientation: up/down
 - the number readouts on the sliders double as type-in text fields
 - checkboxes for the three views (Seaport, Downtown, Charlestown) arranged from left to right when looking from the project;

5. Results listing containing units in the currently selected building (that match the filter criteria used previously if the filter has been used in this session). Columns:
 - a. unit #, beds, baths, sq. ft., view, price;
 - b. Checkmark to add the unit to the compare;
 - c. Not interested “x”-box to remove the unit from consideration;

Functionality:

- in the project view:
 - o click a building to:
 - view it large next to the project graphic;
 - populate the result set with the building’s units, filtered using the current combination of filters, if applicable;
 - o optional: drag the view to rotate it into one of 4 predefined/main positions; synchronize the rotation with the building rendering/view (described below);
 - o click a skyline view thumbnail to view a beautiful, full-screen city skyline view; this view should have a “close” button to return the user to the previous screen;
- in the building view:
 - o hover over the floors to highlight them;
 - o click a floor to highlight the floor on the building and scroll the result list to the selected floor;
 - o optional:
 - drag the view to rotate it into one of 4 predefined positions (rotation axis = image center); synchronize the rotation with the project rendering/view;
 - when rotating the building, remove the floor highlighting, if any, from the intermediate positions throughout the rotation; restore the highlighting once the building is in one of the 4 main positions;
 - o click a floor tab to:
 - display the selected floor plate in the same space as the spinnable building graphic;
 - scroll the result list to the selected floor.
- in the floor plate view:
 - o optional: drag the floor plate to rotate it into one of the 4 predefined positions; synchronize with the project view.
 - o hover over the unit to highlight it and, optionally, display its essential information in a hoverpopup;
 - o click the unit’s checkbox to mark/select it for comparison;
 - o click the unit itself (anywhere outside the check box) to view its floor plan and views; keep the unit highlighted when the user returns to this screen after viewing the unit’s floor plan.

- if the unit is sold:
 - color it slightly gray and grey the text, therefore reducing the text-to-background contrast;
 - remove hover-highlighting;
 - decision-pending: remove link to floor plan or keep the link to the floor plan “for informational purposes.”
- in the filter view:
 - sliders:
 - when the view first loads:
 - if the filter has not been used during this session, all sliders should be positioned at the extreme ends of their corresponding scales;
 - if the filter has been used during this session, the slider should be positioned where they were last time the filter was used.
 - user can slide the sliders around the scale to apply the constraint, refreshing the result set list onChange; this means that lifting the mouse button is not required to see the new value: the user can drag the slider, monitor the number and release the mouse when the value reaches the desired amount.
 - increments when dragging the sliders; provided there are enough slider pixels (it takes one or ore pixels to change the slider value by the increment), the numbers should increment by the following amounts:
 - Price: \$10,000
 - Sq. Ft.: 50
 - Bedrooms: 1
 - Bathrooms: .5
 - type-in number fields:
 - submit the number to the filter when:
 - the enter key is pressed
 - the field loses focus (tab key press, click mouse elsewhere on the screen, etc.)
 - validation: don’t allow entries that:
 - are out of range for that slider; if such number is entered, change the number to the nearest number in range and move the slider to indicate the replaced number
 - validation: allow entries that:
 - don’t fall exactly on the increment. In this case, the amount entered (rather than the closes increment) should be used in filtering the results.
 - number formatting:

- required:
 - separate 000s by commas when the number is displayed (either) after the filter has been applied or as the slider is being dragged;
 - right-align price, sq. ft., and bedrooms numbers inside their boxes;
 - decimal-point align bathrooms;
 - optional: format the number as it is being typed in via the keyboard;
 - checkboxes:
 - the checkboxes act in the “AND” mode. I.e., selecting two views returns only those units that have *both* of the selected views.
 - refresh the result set list onChange.
- in the result list:
 - hover over a unit row the in the result list to:
 - highlight it in the list;
 - optional: highlight it in the floor plate view.
 - click the unit’s row to go to the unit’s floor plan screen; the unit’s row should remain highlighted when the user returns to this screen after viewing the floor plan;
 - not interested functionality:
 - click the unit’s “not interested” x-box to:
 - grey it out in the list;
 - remove it from compare, if it has been previously selected for comparison (clear the compare checkmark).
 - to un-remove, click the unit’s x-box, clearing the “x.”
 - place a check mark in the unit’s row to add it to compare; these selections are sticky: when a *different* building is selected, these units stay at the top of the result set list, set off by a horizontal rule;
 - scrollbar:
 - length should be indicative of number of items hidden from view;
 - to scroll:
 - drag the bar;
 - click the area between the bar ends and scrollable space above and/or below it. The edge of the bar should jump to the location clicked with the mouse pointer.
 - optional: roll the mouse wheel
 - scrolling: smooth, pixel-by-pixel (rather than entire row by entire row)